

2012 4-H Clothing and Textiles Showcase

Project Guidelines and Suggestions

Members sign up for one of the three levels in Clothing and Textiles. They can compete in either Sewing or Ready-to-Wear. Members should complete one skill level book before starting another. A minimum of seven activities need to be completed to consider the year complete. The books can be completed in as little time as one year, but may take up to three years to complete.

The book a member is enrolled in does not mean that is their year in the project. If the member signs up in the first book, it needs to be completed (21 activities) before moving on to the second book. The second book is not for the second year in the project, unless the first book has 21 activities completed.

Garments will be entered in the sewing level (beginner, intermediate, advanced intermediate and advanced) based on the construction techniques used in making the garment. Members need to learn the basic skills before moving on. Be sure the garment made is not too difficult or too easy for the member.

In each section below are the types of articles that would be appropriate to make in each sewing level of the Sewing & Textiles Project for the 4-H Clothing and Textiles Showcase. These are only suggested items. Articles other than those listed may be constructed, but they should incorporate the skills in the skill level in which the member is enrolled.

Anyone enrolled in any Clothing and Textiles project can enter the Ready-to-Wear, Costume, Duct Tape or Display category.

Registration forms for the Clothing and Textiles Showcase will be mailed to each member in the Clothing and Textiles project in late February/early March. The Showcase will be held in April.

If you have questions, visit with your project leader or call the County Agent at the Extension Office. Phone 256-2828.

BEGINNING

The primary goal is to learn to operate a standard sewing machine in a safe and correct manner. The operation of sergers is not recommended in beginning sewing.

Refer to the "Let's Sew" book, chapters 1, 2 & 4-6, for beginning skill lessons.

Garments made in beginning sewing should incorporate only the sewing techniques identified as appropriate for beginning; avoid the construction techniques listed in intermediate and advanced sewing.

Beginning Sewing Skills

Read and understand the pattern envelope	Threading and operating a sewing machine
Fabric selection and preparation	Pressing different fabrics
Laying and cutting out a pattern	Sewing a straight seam and curves.

Beginning Construction Techniques

Elastic or draw string waistbands	Seam Finishing (edge, pink, zigzag)
Grading, clipping, notching	Hems and other hand sewing skills
Handling trims (trims may include pre-gathered lace, bias trims, or other flat trims. Ribbed knit trims are excluded.)	Interfacing
Casings	Patch and in-seam pockets
Sewing on hooks, eyes, grommets, snaps and buttons	Velcro closures
Stay stitching	Simple top stitching
Garments in this level should not have gathers, buttonholes or set-on waistbands. Basic trims may be used.	Understitching & Topstitching
Do <u>not</u> use plaids, stripes, or fabrics requiring matching in beginning sewing. Fabrics with one-way designs should be cut in the same direction.	Decorative machine stitching

Suggested Project Ideas

Scarves	Chef's apron	Tote bag
Simple jumper	Vest - lined with similar fabric	Placemats (4)
Simple skirt (elastic or draw string waistband)	Tie or other accessory	Napkins (4)
Simple shorts or pants (unfitted style)	Simple pillow	
Swim or bath shift	Pot holders (2)	
Simple top or tank top (without set-in sleeves)	Stuffed animals or toys (flat unpieced)	

INTERMEDIATE

The primary goal is to learn new techniques and seam finishes. The use of a serger is an acceptable seam construction method for knit fabrics such as those used for sweatshirts. Use of the serger should be discouraged for seam construction for woven fabrics, but serging could be used as a seam finish.

Refer to the "Let's Sew" book, chapters 3 - 7, for intermediate sewing skill lessons.

Garments made in intermediate sewing should contain the following construction techniques, but should avoid those described under advanced intermediate and advanced sewing.

Intermediate Construction Techniques

Darts	Waistband application
Stitch-in-the-ditch	Seam finishes (overcast)
Gathering	Centered and lapped zipper, invisible
Simple flat yokes (excluding 2-tone western)	Simple collars, avoid notched and lapel collars
Trims (include trims to be gathered, bias trims, rib knit trims, and other trims)	Exposed zipper application (pockets, etc.)
Machine buttonholes	Simple soft pleats (excluding single or multiple panels of pleats)
Interfacing	Hems

Suggested Project Ideas

Blouse or shirt (dropped shoulder or raglan sleeves)	Pants or shorts
Dress or jumper	Pajamas or nightgown
Top or tank top	Hat
Beach robe or coverup	Stuffed toys or dolls (pieced)
Vest - unlined or lined	Bath robe (dropped shoulder or raglan sleeves)
Hooded top	Apron - with waistband and/or ruffles
Simple jumpsuit	Pullover sweatshirt - single ribbing application - round neckline
Pillows with ruffled gathered trims	Skirt
Western wear for your horse	

ADVANCED INTERMEDIATE

The use of a serger is acceptable in seam construction on knits and most woven fabrics (cotton, polyester, rayon, blends, etc.). Seam finishes done with a conventional machine or a serger are acceptable.

Refer to the "Easy, Easier, Easiest Tailoring" book available in the Extension Office. Garments made in advanced intermediate sewing should contain the following construction techniques, but avoid those described under advanced sewing.

Advanced Intermediate Construction Techniques

Yokes	Seam finishing including flat-fell binding
Collar	Pattern alteration
Cuff application	Western styling
Linings	Fly
Set-in sleeves - exclude sleeves made as straight seam around shoulder & up side	Use of knits or woven fabrics
Bias detailing	Pleats
New closures (gripper snaps)	Plaids, stripes, checks, or any fabric requiring matching
Boning (retro)	Advanced top stitching

Suggested Project Ideas

Skirt - lined or unlined	Swimsuits
Vest - lined or unlined	Simple luggage (gym bags, gaiter kits)
Pullover sweatshirt - single or double ribbing application - round or v neck	Dress
Blouse or shirt	Bib overalls or jumpsuits
Fitted pants or shorts	Western wear for your horse
2 piece coordinated outfit	Sleepwear
	Jacket or coat - lined or unlined (no collar preferred)

ADVANCED

Any method of construction, either by serger or conventional machine, is acceptable. Sergers would be especially suitable for lingerie or delicate specialty fabrics such as crepe de chine or sheer fabrics for formals. Garments in advanced sewing should contain some of the following construction techniques.

Advanced Construction Techniques

Lingerie construction (slips, camisoles)	Tailoring-hand pad stitching
French seam	Tailoring-pressing techniques
French whipped seams	Leather or suede techniques
Slot seam	General tailoring skills
Corded seam	French or chain tacks
Bound buttonhole	Applied backing or lining
Specialty fabric construction (woven sheers, wool, lacy fabric, pile, satin, metallic, brocade, leather, suede, etc.)	

For assistance in learning techniques when making tailored garments, contact the FCS Agent in the Extension Office.

Suggested Project Ideas

3 garment exhibit or lingerie	Tailored garment
3 piece tailored outfit	Luggage, fanny pack kits
5 piece tailored outfit	Lined coat or jacket
Formals	Article made of leather or leather-look fabric
Dress of specialty fabric	Design your own garment
Down or poly filled garment	Recycle a garment

READY-TO-WEAR

Ready-to-Wear is a purchasing project in which members compare clothing at different stores to find the best buy for them. They learn to consider fabric, color, cost, clothing design, proportion and building a wardrobe. You can sign up for a Clothing and Textiles project or PACT. 4-H'ers interested in Ready-to-Wear will need to compare the cost, care, quality and fit of at least three articles of clothing. A comparison sheet you will need to take to the store will be mailed to each member in a Sewing and Textiles project in March with the Showcase registration forms. Contact the Extension Office for copies of the comparison sheet if you need them earlier than March.

At the Showcase members will have to give a one minute talk on why the garment looks good on them, how it fits into their wardrobe, and describe the activities for which they purchased the garment.

To enter in the Clothing and Textiles Showcase at County or Fair, they must be enrolled in a Clothing and Textiles project or PACT project. Only one Ready-to-Wear outfit may be entered in the County Clothing and Textiles Showcase. The same outfit and/or a different complete outfit one may be entered at the Fair.

QUILTING

Each year the Yellowstone County 4-H Clothing and Textiles Showcase includes a quilt show. Quilt entries will be accepted from any 4-Her or family member of a 4-Her. Quilts must be made by the person entering the show. They do not have to be a 4-H project or have been shown at the fair. The quilt can be made this year or any past year, but each quilt can only be entered in the Showcase one time. Quilts will be judged in their appropriate categories before the Clothing and Textiles Showcase and hung for display during the Showcase.

DISPLAY

The central focus should be an item sewn by the 4-H member and it will not be worn in the revue. It will be "on display." You will be interviewed by a judge. As you are thinking of your display, imagine a window in the store. Don't limit your imagination! What kind of display would you see in a camping store, a fishing store, at a costume shop, at an antique store or in a toy or doll store. Build the surroundings for your sewn item. If you are sewing a sleeping bag - bring a tent and some rocks and build a fire pit. Use your imagination!

Bring all items needed to complete your area. It can be on the floor or on a table. Chairs, tables and all props are your responsibility to bring. Indicate on your 4-H Clothing and Textiles Showcase Entry Form (mailed in March) if you will need a mannequin. Your display should also have a title.

Here is a list to get you thinking of ideas: Doll clothes, embroidered items, prom clothes, costumes, backpack, beanie

babies, hats and gloves, pillows, upholstery, baby books, napkins, tote bags, camping stool, curtains, fishing jacket, aprons, sleeping bags, etc.

COSTUME

Enter your Halloween costume or any other costume you make in this category. Many 4-H members make their own costumes and this is your chance to show them off. Members will be judged and wear their costume in the Public Review for everyone to see.

DUCT TAPE FASHION

From the ridiculous to the sublime, duct tape has been used by enterprising duct tape enthusiasts worldwide to create some wonderful fashions. This is your chance to fashion your own duct tape creation. Go big with a ball gown or sport jacket or small with a purse, wallet or backpack. Here are some web sites to get you started: www.ducttapefashion.com
www.octanecreative.com/ducttape/fashion

Members will be judged and wear their costume in the Public Review for everyone to see.

INTERNATIONAL CLOTHES

You can make or model clothes with an international focus. Learn about the clothes and the country. This category allows you to share another culture.

Members will be judged and wear their costume in the Public Review for everyone to see.

HERITAGE CLASS

You model heritage clothing items that were sewn by past 4-H members. You do not need to be enrolled in the Sewing or Ready to Wear Project. Participants will not be judged-participation awards will be given.

PERIOD CLOTHING CLASS

You model and show period clothing that was not made by a past 4-H member. The clothing does not need to be homemade. Participants will not be judged-participation awards will be given.

CLOVERBUDS

Cloverbuds can enter into any category. They will talk to judges about their project and participate in the Public Review.